



Exploring and developing ideas
<ul style="list-style-type: none">• Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.• Question and make thoughtful observations about starting points and select ideas to use in their work.• Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.
Evaluating and developing work
<ul style="list-style-type: none">• Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.• Adapt their work according to their views and describe how they might develop it further.• Annotate work in sketchbooks.
Drawing
<ul style="list-style-type: none">• Experiment with ways in which surface detail can be added to drawing.• Use journals to collect and record visual information from different sources.• Draw for a sustained period of time at an appropriate level.• Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc.• Experiment with different grades of pencil and other implements to create lines and marks.• Experiment with different grades of pencil and other implements to draw different forms and shapes.• Begin to show an awareness of objects having a third dimension.• Experiment with different grades of pencil and other implements to achieve variations in tone.• Apply tone in a drawing in a simple way.• Create textures with a wide range of drawing implements.• Apply a simple use of pattern and texture in a drawing.
Printing
<ul style="list-style-type: none">• Create printing blocks using a relief or impressed method.• Create repeating patterns.• Print with two colour overlays.
Painting
<ul style="list-style-type: none">• Experiment with different effects and textures including blocking in colour, washes, thickened paint, creating textural effects.• Work on a range of scales e.g. thin brush on small picture etc.• Create different effects and textures with paint according to what they need for the task.• Mix colours and know which primary colours make secondary colours• Use more specific colour language.• Mix and use tints and shades.
3D
<ul style="list-style-type: none">• Plan, design and make models from observation or imagination.• Join clay adequately and construct a simple base for extending and modelling